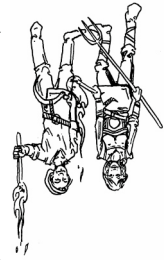


minimum is never lower than 1) and 33% chance of read ecclesiastical, etc.). Apply -1 to hit points (hit point Person of a studious bent (be it arcane, nature, ACADEMIC (13 or higher in Intelligence or Wisdom): their scores as below:

higher can choose to adopt the proto class that aligns with character class. those that have one or more stats 13 or character achieves sufficient experience to adopt a is not available to the protoclasses and is lost when the throw and take the most advantageous score. This feature do have the luck of the gods on their side. Once per game otherwise blessed by physical and/or mental endowments no hope in an adventuring life. Those that are not



not to say that they average person has their general statistics. However, that is advantages or drawbacks other than such, they are average and have no stat, are non-descript commoners. As have no scores higher than 13 in any character proclivities. Characters that not true classes, they define general as options to those that qualify. While There are four "proto-classes" available

PROTO-CLASSES

Characters start with no class and only 1d6 for hit points. (see proto-classes below)

- Zero level characters start with negative 200 xp.
- All saving throws start at 16
- Alignment starts at Neutral

the following weapon choices are available to the neophyte adventurers:

- Club, Dagger, Dart, Sap, Sickle, Sling Stones (1d4 dmg)
- Pitchfork, Scythe, Spear, Staff (1d6 dmg)

EQUIPAGE

Zero level characters are not (yet) proficient with other weapon types and thus gain no bonuses from stats (Strength or Dexterity) unless otherwise noted. A -5 penalty is applied to weapons not listed above (see protoclasses for exceptions).

Most characters can wear no armour as they are not trained and proficient in its use. Wearing armour incurs a penalty for most inexperienced characters. Treat simple armour as 2 armour class values worse than normal but no worse than 9[10] (No armour). Complex armour such as chain and plate should be forbidden or incur a -4 penalty to reflect their complexity and cumbersome nature.

move silently on a 1 in 6 chance.

soundrels can attempt to pick pockets, open locks, hide or Reaction Table). In addition, to their reaction modifiers (see can add their charisma bonus (if any) with missile weapons. In addition, the attribute bonuses to their attack rolls bows and short swords and gain disarming. Soundrels can use short scoundrel can be charming and charmer or fleet footed rogue, the Dexterity or Charisma): A glib tongued

SCOUNDREL (13 or higher in bonus to hit and damage rolls. sword, axe, or mace with no penalty. Can apply Strength wearing padded or leather armour. Can wield a short street tuff, a lout, or all-around brawler. Has no penalty for **RUFFIAN** (13 or higher in Strength or Constitution): A dexterly bonuses to attack and damage scores (if applicable).

training and have a +1 to hit points. Can wield one of the and strength are natural talents that have been honed by **ATHLETE** (15 or higher in Strength or Dexterity): Agility

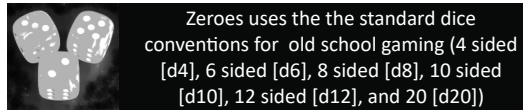
IN THE BEGINNING...

Welcome to the first Micro Delve! Zine - *Zeroes, Not Yet Heroes*. This is a full Table Top Role Playing Game (TRPG) engine for zero level characters using a modified Swords and Wizardry Rule set (<https://www.d20srsd.com/>).

Why zero level characters? In order to heighten the sense of tension and dread in horror themed games, it can be an intriguing prospect to have average humans thrust into extraordinary circumstances. Or if you just can't decide on a character concept for your normal campaign, creating multiple neophyte adventurers and testing their mettle can be a good way to develop an affinity for the beginner. Death or glory, it's your story.

CHARACTER CREATION

Generate the six stats (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) in order using 3d6 and apply stat bonuses if applicable (see relevant statistics tables on reverse side).



Delve! Zeroes, Not Yet Heroes is written, drawn and designed by Johnathan L Bingham, October 2020. You can reach him at johnathan.bingham@gmail.com

characters escape.

characters' base movement rate (see movement rate table) flee monsters encountered from 50-80 feet. If the monsters at 90 feet or greater, then they automatically appear to be hostile and overwhelming. If characters spot Flight is often an advisable course of action when monsters monster reactions (see reaction table).

For zero level characters, it is often advisable that combat charisma scores to be added to the roll to determine automatically be hostile. The Game Master may allow for be avoided where possible. Indeed, monsters may not

FIGHT OR FLIGHT

move, move & attack, double attack) combat round while the other side is free to act (double one party is surprised, they stand motionless for one In the event of an encounter, both sides roll for surprise. If

SURPRISE

1. Determine surprise (roll on surprise table)
2. Determine Monster reaction
3. Determine initiative
4. Combat (see Combat Order)

When an encounter is indicated, the order of events is as follows:

ADVENTURING AND COMBAT

COMBAT



Opposing combatants must determine initiative before the combat round begins. Each side rolls a d6 and the higher side wins, thus taking the first turn in combat. Differing types of attacks and actions occur at different intervals of the combat round. The order of combat is as follows:

1. Gaze or breath attacks
2. Spells (Level-2)
3. Melee weapons
4. Read Scrolls

DAMAGE AND DEATH

When a character or monster takes a hit, the amount of damage is subtracted from the hit point total. A character dies when the total is reduced to zero.

HEALING

Characters recover 1 hit point per 8 hours of rest.

SAVING THROW

A spell or other peril may require a saving throw.

Characters must roll their target number (16) or higher on

a d20 to succeed on a save.

ADVANCEMENT

Characters advance to first level by attaining 200 experience points (XP).

TABLES

COMBAT MATRIX

Target AC (Descending)	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Target AC (Ascending)	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
To Hit	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29

MOVEMENT RATES

Weight Carried (in Pounds)	Up to 75	76-100	101-150	151-300
Base Movement Rate (in feet)	120	90	60	30

MOVEMENT ADJUSTMENT

Movement Type	Adjustment
Careful	Half normal rate
Normal	Normal Rate
Running	Double Normal Rate

SURPRISE TABLE

Surprise chance (d12)	Surprise
1	Surprised and drops held item
2-4	Surprise
5-12	No Surprise

REACTION TABLE

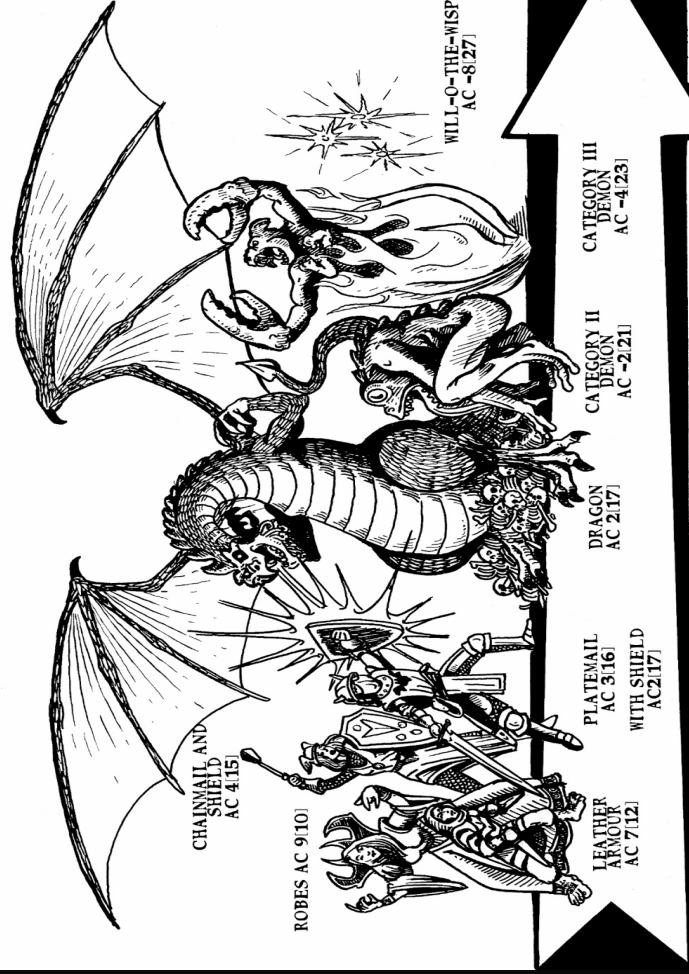
2d6	Monster Reaction
2-6	Hostile, Attack
7-9	Uncertain, wait
10-12	Positive, helpful

STRENGTH TABLE

Score	Modifier to Hit	Open Modifier	Open Doors	Carrying Capacity
3-4	-2	-1	1	-10
5-6	-1	0	1	-5
7-8	0	0	1-2	0
9-12	0	0	1-2	+5
13-15	+1	0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-5	+50

CONSTITUTION AND DEXTERITY TABLE

Score	Missle Weapon to Hit Modifier	Armour Class	Armour Class Modifier	Armour Class (Dexterity) or Hit Point Modifier	Hit Point Modifier (Constitution)
3-8	-1	-1	Worse by 1 Point	Worse by 1 Point	Worse by 1 Point
9-12	0	0	None	None	None
13-18	+1	+1	Better by 1 Point	Better by 1 Point	Better by 1 Point



ARMOUR CLASS ILLUSTRATED (ASCENDING AND DESCENDING)

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